TITUS

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OSCAR™

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

TITUS

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

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OSCAR™

LEGEND OF THE SILVER SCREEN

THE GAME

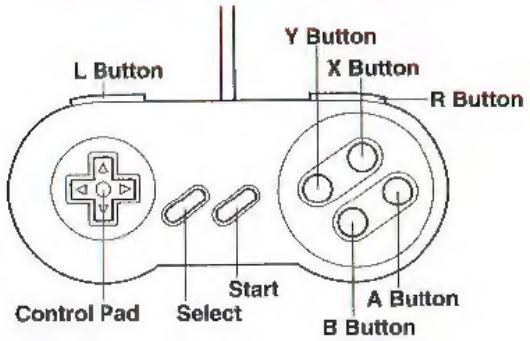
Oscar, the latest legend of the silver screen has been trapped in a movie theater showing four different films. The only way for him to escape is to turn each movie into an Oscar-winning production. To do this, Oscar must enter each film and find the statues of Oscar hidden there. Only when he has found all of the hidden Oscars, turning the four films into classics, will he be able to leave the theater.

STARTING THE GAME/THE OPTIONS PAGE

From the title screen you have the choice between starting the game right away or going to the Options Page to adjust the following settings:

Level of Difficulty: Easy, Normal (default setting), and Difficult.
Music and Sound Effects: On (default setting) or Off.

GAME CONTROLS



1. L and R buttons: These buttons are used to move the screen left or right to allow you to see a little further.

2. Start button: Pauses and unpauses the game.

3. Up: Pressing the up arrow on the control pad while Oscar is in front of a door will make him enter that door.

4. Y button: Makes Oscar throw his yo-yo, if he's carrying it. Use the arrows on the control pad to control the direction in which the yo-yo is thrown.

5. B button: Makes Oscar jump. A quick tap on the button makes Oscar jump just a little; pressing and holding the button makes him jump as high as possible.

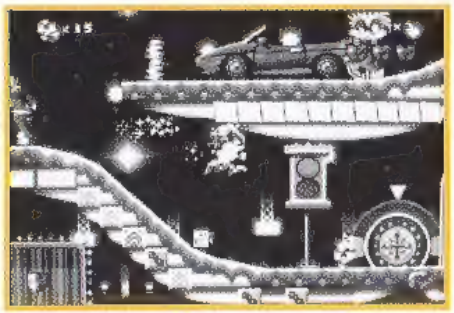
THE MOVIE THEATER

Oscar begins the game in the theater lobby where there are entrances to each of the four theaters. To enter one of the films, select that film's door, stand in front of it, and push the up arrow on the control pad to enter the doorway.

Before you begin a stage, a clapperboard will be displayed that tells you how many Oscar statues you need to find.

THE CLAPPER BOARD/ FINISHING A STAGE

After you have found all of the hidden Oscar statues that you need to complete each stage, you will also have to find the clapperboard that appears somewhere in each stage. Touching the clapperboard will finish that stage. Before starting the next stage, the bonuses you have picked up will be counted and extra bonus points awarded. Extra lives are awarded after earning enough bonus points.



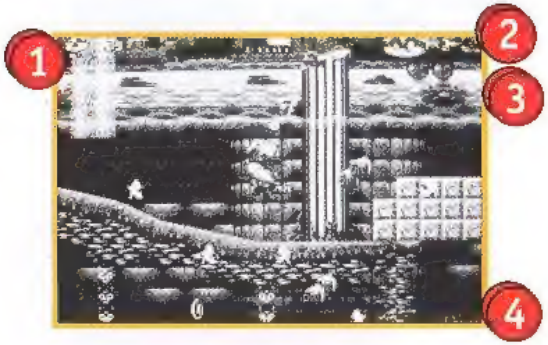
THE GAME SCREEN

1. Oscar statues: The number next to the Oscar icon is the number of statues you have to collect before leaving the stage.

2. Lives: This shows you the number of lives Oscar has left.

3. Energy: The hearts tell you how much energy Oscar has. Oscar loses one heart each time he is hit by an enemy. If Oscar is hit when he has no more hearts left, he loses one life.

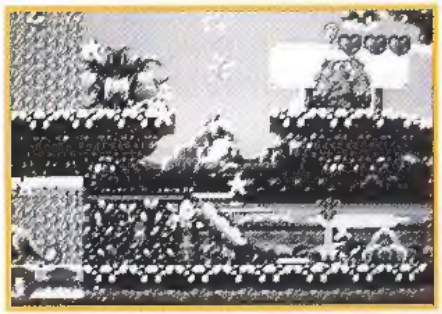
4. If you have collected any of the letters in the word "BONUS", they are shown here.



BONUSES

Bonus objects are hidden in the film canisters you collect during each stage. When Oscar runs over a film canister, the hidden bonus object is thrown into the air. Oscar must catch this object before it falls off the screen in order to collect that item. Any bonuses that do not come from film canisters simply add points to your score.

THE YO-YO: Oscar's trusty Yo-yo is the most important bonus object he can collect since he uses it to break down walls and kill monsters. To throw the yo-yo, press the Y button while holding the arrow key in the direction you want Oscar to throw it in. To throw the yo-yo in the direction you are facing, simply press the Y button. Whenever Oscar loses a life, he also loses the yo-yo.



SPECIAL POWER BONUSES

There are many different objects to collect, some of which affect Oscar directly. The effects of each object will last only for a limited time. If Oscar already has the yoyo when he picks up a special power bonus, he will not be able to use it until the new bonus has worn off.

SPEED UP BOOT: Gives Oscar more running speed and enhanced jumping abilities.

SHIELD: Totally protects Oscar from all monsters.

BALL & CHAIN: Slows Oscar down, prevents long jumps, and makes him vulnerable to monster attacks.

WINGS: Gives Oscar the ability to fly!

POTION: This vial of green potion makes Oscar invisible.

SPRING SHOES: Allows Oscar to jump twice as high as normal.

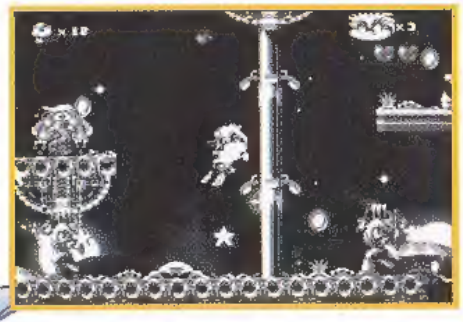
ALARM CLOCK: Freezes all monsters in the stage.

BONUS LETTERS

Certain film canisters contain letters found in the word BONUS. Oscar can find all five letters in every stage. If all of the letters are collected during a stage, you will get the chance to play a special bonus stage. During the bonus stage, you should collect as many bonuses as possible ***and*** find the exit before time runs out. If you do not find the exit before the time limit, you lose all of the bonuses and points you collected!

THE BIG RED ELEPHANT

While playing some stages you will meet a big red elephant. This big guy is **NOT** an enemy, but a good friend who will never forget where he last saw you. To make him remember you, simply walk up to him. When he jumps away, he has your position noted. If you lose a life, you will restart where the elephant last saw you.



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